## **ABSTRACT**

Legacy instructions of a guest system are dynamically emulated on a host system in blocks using block addresses. Detailed translation information is stored in a translation store. Translation indications for a subset of all the translated blocks are stored into a tracking table at block numbers determined by the block addresses. Each particular legacy instruction of a translated block is translated into one or more translated instructions for emulating the particular legacy instruction. If the particular legacy instruction is a store instruction, the indication in the tracking table is checked for the particular block number to determine if instruction data has been stored. If instruction data has been stored for the particular block number, the translation store is checked to determine if instruction data has been modified. If instruction data has not been stored for the particular block number, the checking of the translation store is bypassed adding to the efficiency of the emulation.